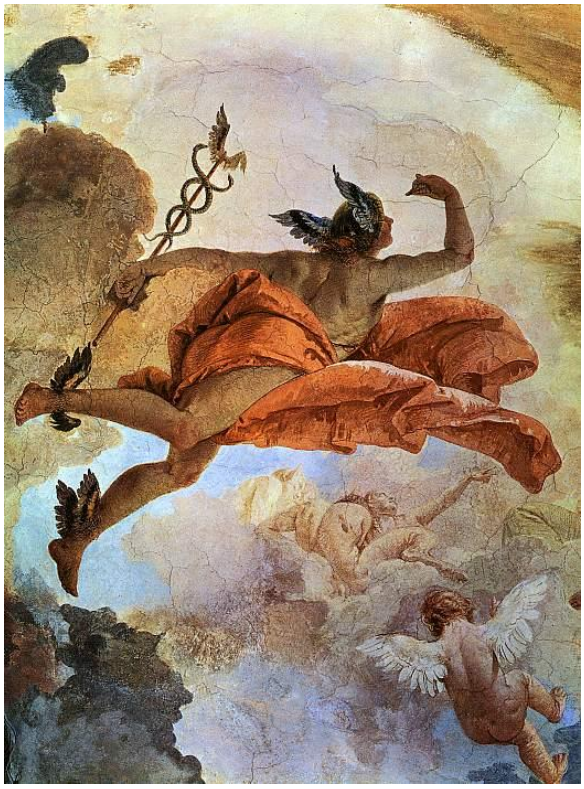

[Hermes in flight]

HERMES OPHIEL MERCURY TALISMAN INSTRUCTIONS

ABSTRACT

This document contains the necessary instructions, invocations and materials that are usually required for Talismanic Magic.

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APHORISM #1

Whoever wants to know secrets, needs to know how to keep secrets, revealing what may be revealed, sealing what may be sealed, and not give dogs what is sacred; do not throw your pearls to pigs. Observe this law, and your mind's eye will be opened to you for understanding secrets, and you will hear divinely revealed whatever your mind desires. You will also find the angels of God and the Spirits more ready and willing in nature to minister to you, as much as any human mind could desire.

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Part I – Preparation for learning the Art of Magic is Sevenfold

The first is to consider day and night how to ascend to the true knowledge of God; the creation of the universe is revealed through contemplation of the Word of God, or through the Ladder of Creation and creatures, or through wonderful effects which are exhibited by the visible and invisible creatures of God.

The second requirement is that person should descend into himself, to carefully examine what parts are mortal and which are immortal, likewise which parts belong to himself, and which are foreign.

Thirdly, in contemplating his immortal soul, he should learn to worship, love, and fear the eternal God, and to honor him in spirit and truth. Contemplation of his mortality should lead him to do what he knows will please God and benefit his neighbor.

These are the Three highest and first precepts of magic, and with each of these you must prepare yourself, if you aspire to achieve true magic or divine wisdom. And in this way you may become worthy for angelic creatures to serve you, not just invisibly, but even visibly, and face to face.

Fourthly, since from his mother's womb, everyone is destined for a certain position in life, he must be vigilant to discern whether he is born to magic, and of what kind of magic. This anyone may easily perceive if he carefully studies our writings, and successfully tests the experiments for himself. For such great things and gifts are given only to the small and humble.

The Fifth prerequisite is whether he is able to perceive the spirits helping him while undertaking some great work. If he can perceive this, it is a sign that God has ordained such person to be a MAGUS, and he can use the help of the spirits to accomplish great things. Here many fall into sin, through inattention, ignorance, scorn, or even excessive superstition. Also, they often sin through ingratitude towards God, whereby most famous people attract their own destruction. They sin too through rashness and stubbornness, and finally when they fail to use their gifts as required, to not honor God, but instead prefer parerga ergis (minor works).

Sixthly, you must have faith and discretion if you wish to be a Magus. Especially you must not disclose any secrets which the spirit forbids you to reveal, such as Daniel was ordered to seal up certain visions, and not reveal them publicly. Neither was Paul free to disclose all that he had seen in revelations. Nobody will believe how much is contained in this one single precept.

The Seventh requirement for the aspiring Magus is the highest degree of justice, namely he should support nothing which is wicked, unfair, or unjust, or even entertain such thoughts, and thus he will be divinely protected from all evil.

Part II – Consecrating the Digital Planetary Talisman

General Introduction

After the Digital Talisman is constructed, it is important to conduct certain rituals in order to consecrate and charge the talisman. Because each person, like the Cosmos, has a Body, Soul and Divine Spirit, we are closely and harmoniously connected to the Anima Mundi, the Soul of the World, a key magical link.

By choosing incense, candles, music, clothing and surroundings appropriate to the Planet, and calling upon and invoking the Planet, we align ourselves with the Planet and its embodied Divine Ideas, and so become a conduit for its energy.

This further increases the power of the talisman. In Annex II and Annex III you will see the colors, incense and music of each planet which can be incorporated into the planetary ritual. You can even dress in appropriate planetary clothing as listed below.

Please keep in mind that the ritual provided in this guide is a suggestion and can be altered if desired, using any of the associations provided that suit your personal style. Ritual should appeal to you esthetically and stir your mind and senses. In addition, you can incorporate features from other magical systems, particularly if you already practice another system.

Preparation – Preliminary steps

[example]

The first thing you need to do is set up an altar space. An altar can be quite elaborate or just a small space delineated by an appropriately colored cloth. I use the top of a bookshelf for my ritual work. The altar needs to be placed where you will be able to have some privacy and quiet during your ritual and where it will not be disturbed. Consult the planetary pages for an appropriate color for candles for the ritual. Black, for example, is the color of Saturn. White is a good neutral color and is suited for many kinds of benefic magic. Use white candles or even one white candle if you can't get candles in the appropriate planetary colors. Also, you can use the appropriate number of candles.

If you wish you can rub or anoint the candles with appropriate oils. The plants and herbs ruled by a planet, which you can find below in the planetary rulership lists, give guidance for appropriate oils. You can even carve the candles with your name and goal using a needle or pin as well as add the various characters and symbols of the planets as shown on the planetary ritual pages. You can either do the anointing and carving of the candles at the beginning of your ritual work at the appropriate planetary hour (1st hour after Sunrise, on any Wednesday) or you can prepare the candles beforehand. Set the candles up in an appropriate pattern on your altar; a square for four or even number, a triangle for three or odd number, or a circle for a large number of candles. You can use candleholders or lightly melt the bottom of the candles and stick them on a plate. Be careful with candles! Do not let them burn unattended. If they fall over during your ritual this is a sign that the ritual is going to fail. Stop and try again at a later date.

You will also want to burn incense that is appropriate to the planet, though you can also use as incense the plants and herbs ruled by the planet. You can use incense sticks or the actual raw incense. If you use raw incense you will need to burn it on special charcoal and you will also need an incense burner. Place it on a plate and be careful about touching the incense burner or leaving the charcoal burning unattended as it will get hot and is a definite fire hazard.

Consecration

In preparation for your ritual have your altar space and materials ready and handy. For you Talisman, you can either use your Phone with the talisman image set as a lockscreen or wallpaper, or you can either use a paper printed version of it.

At the elected time, i.e., the appropriate planetary hour (and day if possible) (i.e. 1st hour after Sunrise, on any Wednesday) prepare the candles or light the prepared candles and incense. Put on your planetary colored clothing, if desired, and focus on the talisman image, displayed on the media of your choice.

Then invoke the planet, calling upon it using the invocation hymn below.

While invoking the planet, move the Talisman image (phone screen, paper or other media) back and forth through the smoke of the incense. This is known as suffumigation. Next meditate on the image of the planet as the emblem of its qualities and the embodiment of its virtues. Realize that the planet within you is connected to everything in the Material World with its qualities as well as the Celestial World and the Divine Ideas it incarnates. Then visualize the successful achievement of your goals. Do your best to let go of any worry or tension during this process; cultivate a calm confidence in the ritual and in your own magical powers.

For maximum power you should repeat this ritual of lighting incense and candles, invoking the planet, suffumigation, meditation and visualization for the appropriate number of days in a row, each time at the appropriate planetary hour . After you finish the multiple day ritual you can fold up the planetary image and carry it with you (in your wallet or purse is a good place) or keep it in the place where you wish the effect to manifest. Paper talismans seem to last about one to three months.

Mercury Ritual

(1) Preparations beforehand:

Get some candles and incense. Mixed color candles are nice, but white is fine. For incense, cinnamon or frankincense is good, but any prosperity, good fortune or just pleasant smelling incense is fine. As far as how many candles, 8 is the number of Mercury according to Agrippa, but one white candle is fine, too.

Set up an altar. I use a piece of mixed color cloth that is about 10" x 24.'' Paper is fine, too. First set up the incense burner, then the candles (in holders or melted a little on the bottom and stuck to a plate) and have a copy of the Mercury talisman image available.

(2) At Wednesday (Mercury day) at dawn (Mercury hour):

(A) Light the candles and incense.

(B) Create the Mercury talisman image adding your name or the name of the person(s) you wish to affect and your goal.

(C) Move the Mercury talisman image back and forth through the rising smoke of the incense and recite the hymn to Mercury.

THE ORPHIC HYMN TO MERCURY

Hermes, draw near, and to my pray'r incline,

Angel of Jove, and Maia's son divine;

Prefect of contest, ruler of mankind,

With heart almighty, and a prudent mind.

Celestial messenger of various skill,

Whose pow'rful arts could watchful Argus kill.

With winged feet 'tis thine thro' air to course,

Emblems of Mercury

O friend of man, and prophet of discourse;

Great life-supporter, to rejoice is thine

In arts gymnastic, and in fraud divine.

With pow'r endu'd all language to explain,

Of care the loos'ner, and the source of gain.

Whose hand contains of blameless peace the rod,

Corucian, blessed, profitable God.

Of various speech, whose aid in works we find,

And in necessities to mortals kind.

Dire weapon of the tongue, which men revere,

Be present, Hermes, and thy suppliant hear;

Assist my works, conclude my life with peace,

Give graceful speech, and memory's increase.

(D) Meditate on the Mercury talisman image. This is the embodiment of wealth, thought, eloquence, business, speed, memory, trade, brokering and cunning. Then visualize the achievement of your goal. Meditate for about 10-15 minutes.

(3) Repeat the above ritual at Mercury hour for the next 7 days, for a total of 8. (See Annex I to calculate day and night Planetary Hours).

(A) On the last day, let the candles burn all the way down, if possible. (No matter what the magical effect I never leave candles unattended).

(B) Put the Mercury talisman image in the place where you wish the effect to manifest (you can keep the phone or paper on your person or leave it in the place where you need it to generate effects).

Part III – Invocating the Olympic Spirit Ophiel

What are Olympic Spirits

As per Arbatel – Concerning Magic, „The spirits called Olympic are those who inhabit the firmament and the stars of the firmament, and their duty is to decide Fate, and do administer accidents of fate, inasmuch as God agrees and permits. For neither evil daemon nor ill fate can harm one whose help rests in the Most High.

Truly any of the Olympic Spirits might teach or effect whatever is portented or appropriate to their star, however without divine permission nothing can be accomplished. Indeed it is God alone who enables them to accomplish it. All things obey God the creator, whether supercelestial, celestial, sublunary, or infernal. Therefore strive for this, that God leads you in all everything you undertake, and everything will come to a happy and desired outcome, as the history of the world testifies, and daily experience shows. With the pious there is peace, but `there is no peace for the wicked`, the Lord Says."

Who is Ophiel?

Ophiel is the Olympic Spirit of Mercury. In the Arbatel, it is said that „his spirits constitute one hundred thousand legions. He gives familiar spirits readily. He teaches all arts and dignifies the one who has his character (sigil). He makes one able to instantly turn mercury into the Philosopher's Stone".

Invocation Timing

The Olympic Spirit Ophiel can be summoned only in the FIRST HOUR of Wednesday, since Mercury rules both Wednesday and also the first Hour of the day.

Preparation for Invocation

In order to invoke Ophiel, you only need to have your digital talisman at hand. If you have it set as a lockscreen or wallpaper on your mobile phone, make sure that the screen stays on for the entire duration of the invocation below.

Invocating the Spirit

Focusing your gaze on the Talisman Sigil, recite the following (you can adapt it as per your needs):

"O GOD Almighty and Eternal, you who have established all of creation for your praise and honor, and the service of mankind, I beg you to send your Spirit Ophiel of the Solar Order, to

inform and teach me the things I have asked for *[or, to disclose to me the secret of …], but may your will, not mine be done, through Jesus Christ your only begotten Son, our Lord. Amen."*

Before, during and after the invocation, try to remain in a contemplative or meditative state of mind, and focus your thoughts on your desire. Try to keep your mind from wandering about.

Caution: Do not detain the Spirit for more than an hour, lest he will become very attached to you…

Aphorism #20

All things are possible to those who believe and are willing; everything is impossible to the unbelieving and unwilling. Nothing hinders more than a wavering mind, levity, fickleness, untrustworthiness, drunkenness, indulging in lust, and disobedience to the word of God. A magus therefore should be conscientious, upright, consistent in word and deed, with a firm faith in God, prudent, and covetous of nothing but wisdom, which surrounds divine things.

Dismissal of the Spirit

"Because you came peacefully and quietly, and answered my petitions, I give thanks to GOD in whose name you have come, and may you go now in peace to your order, returning to me when I call you by your name, or order, or office, which is permitted by the Creator. Amen"

Annex I – Planetary Hours calculation

Traditional astrology saw the Cosmos arranged in a series of eight spheres which carefully fit inside each other. The highest sphere was that of the fixed stars and constellations. This sphere was moved by the *Primum Mobile*, the First Mover, which is an aspect of God. Surrounding everything was the Empyrean, the Divine heavens. The highest planetary sphere was that of Saturn, then Jupiter, Mars, the Sun, Venus, Mercury and the lowest sphere that of the Moon.

We note that the order of the planetary spheres follows the speed of the orbits of the planets. Saturn is the slowest, taking almost thirty years to orbit the Earth, while the Moon is the fastest, orbiting in less than thirty days. This sequence, Saturn, Jupiter, Mars, Sun, Venus, Mercury, Moon, is called the Chaldean Order of the planets.

The planetary hours use the Chaldean order to divide time. Each of the planets rules a day. Sunday is ruled by the Sun, Monday by the Moon, Tuesday by Mars, Wednesday by Mercury, Thursday by Jupiter, Friday by Venus and Saturday by Saturn. The origin of the names of the days are explicitly planetary in medieval Latin: *dies dominici* (Sunday, the Lord's day), *dies Lune* (Monday, Moon day), *dies Martis* (Tuesday, Mars day), *dies Mercuri* (Wednesday, Mercury day), *dies Jovis* (Thursday, Jupiter day), *dies Veneris* (Friday, Venus day), *dies Saturni* (Saturday, Saturn day). In English the Teutonic equivalents of the Greek and Latin gods have been used for some of the names of the days, i.e. Tuesday is Tiw's day, the Teutonic god of war; Wednesday is Wotan's day; Thursday is Thor's day; Friday is Frigg's day.

Each planetary hour of the planetary day is ruled by a different planet. The planet that rules the first hour of the day is also the ruler of the whole day and gives the day its name. Thus the first hour of Sunday is ruled by the Sun, the first hour of Monday is ruled by the Moon, first hour of Tuesday ruled by Mars and so on. Let's use Sunday as an example. The first hour of Sunday is ruled by the Sun, 2nd hour of Sunday by Venus, 3rd hour of Sunday by Mercury, 4th hour of Sunday by the Moon, 5th hour of Sunday by Saturn, 6th hour of Sunday by Jupiter, 7th hour of Sunday by Mars, 8th hour of Sunday by the Sun and the cycle repeats. The 24th hour of Sunday is ruled by Saturn, and the next hour is ruled by the Moon and begins Monday.

Planetary Hours of the Day

Hour	***Sunday***	***Monday***	***Tuesday***	***Wednesday***	***Thursday***	***Friday***	***Saturday***
1	Sun	Moon	Mars	Mercury	Jupiter	Venus	Saturn
2	Venus	Saturn	Sun	Moon	Mars	Mercury	Jupiter
3	Mercury	Jupiter	Venus	Saturn	Sun	Moon	Mars
4	Moon	Mars	Mercury	Jupiter	Venus	Saturn	Sun
5	Saturn	Sun	Moon	Mars	Mercury	Jupiter	Venus

6	Jupiter	Venus	Saturn	Sun	Moon	Mars	Mercury
7	Mars	Mercury	Jupiter	Venus	Saturn	Sun	Moon
8	Sun	Moon	Mars	Mercury	Jupiter	Venus	Saturn
9	Venus	Saturn	Sun	Moon	Mars	Mercury	Jupiter
10	Mercury	Jupiter	Venus	Saturn	Sun	Moon	Mars
11	Moon	Mars	Mercury	Jupiter	Venus	Saturn	Sun
12	Saturn	Sun	Moon	Mars	Mercury	Jupiter	Venus

Planetary Hours of the Night

Hours	*Sunday*	*Monday*	*Tuesday*	*Wednesday*	*Thursday*	*Friday*	*Saturday*
1	Jupiter	Venus	Saturn	Sun	Moon	Mars	Mercury
2	Mars	Mercury	Jupiter	Venus	Saturn	Sun	Moon
3	Sun	Moon	Mars	Mercury	Jupiter	Venus	Saturn
4	Venus	Saturn	Sun	Moon	Mars	Mercury	Jupiter
5	Mercury	Jupiter	Venus	Saturn	Sun	Moon	Mars
6	Moon	Mars	Mercury	Jupiter	Venus	Saturn	Sun
7	Saturn	Sun	Moon	Mars	Mercury	Jupiter	Venus
8	Jupiter	Venus	Saturn	Sun	Moon	Mars	Mercury
9	Mars	Mercury	Jupiter	Venus	Saturn	Sun	Moon
10	Sun	Moon	Mars	Mercury	Jupiter	Venus	Saturn
11	Venus	Saturn	Sun	Moon	Mars	Mercury	Jupiter
12	Mercury	Jupiter	Venus	Saturn	Sun	Moon	Mars

Accordingly, as the duration of a day's daylight and darkness differ except at the time of the Vernal and Autumnal Equinoxes, on a particular planetary day the length of the hours of the day will differ from the length of the hours of the night. Thus another name for the planetary hours, says the English astrologer William Lilly, is the unequal hours.

There are various types of software for determining the planetary hours, including my own TPHP planetary hours program which is provided free to students of my Planetary Magic Mini-Course and full Astrological Magic Course. However, it is useful to understand how to do the process by hand. The necessary sunrise and sunset times can be obtained from the U.S. Naval Observatory using your own location, or you can obtain your local sunrise and sunset times from the newspaper. Take the time from sunrise to sunset and convert it into seconds. There are 60 seconds in a minute and 60 minutes in an hour, so there are 3,600 seconds in an hour. Using seconds allows for precise fractions of an hour.

For example, if the Sun rises on Sunday at 6:00 am and sets at 6:24 pm, the length of the planetary day is 12 hours and 24 minutes. (12 x 60 = 720 minutes x 60 = 43,200 seconds) + (24 x 60 = 1440 seconds) = 44, 640 seconds. Don't worry if the time is not provided in seconds from your

source, minutes are precise enough, and you can still do your calculations in seconds. Divide by twelve to get the length of each planetary hour for the day. 44, 460 divided by 12 equals 3720 seconds. This equals 1 hour, 2 minutes (3600 seconds divided by 60 = 60 minutes = 1 hour) 3720 - 3600 = 120 seconds (120 divided by 60 = 2 minutes).

So if we start at sunrise at 6:00, then the first planetary hour extends from 6:00 to 7:02 am. The second from 7:02 to 8:04 and so on. We repeat the same process for the period from sunset to the sunrise of the next day. Because of the rounding of the fractional second we won't be absolutely precisely on the mark, but a few seconds variation is acceptable.

Then starting with the planet that rules the day , e.g., the Sun for Sundays, follow the Chaldean order and assign the proper planet to each planetary hour of the day and night that you have just calculated. For example, if Sunrise on Sunday is at 6:00, then Sun hour starts at 6:00 am and ends at 7:02 am. At 7:02 am, Venus hour starts. At 8:04 am, Venus hour ends and Mercury hour begins. At 9:06 am, Mercury hour ends and Moon hour begins. At 10:08 am, Moon hour ends and Saturn hour, beginning the Chaldean order cycle, begins. The hours of the planetary day of the Sun thus continue through the Chaldean order for a total of 24 hours until dawn on Monday. Note that because the conventional day begins at Midnight, the planetary hour of the Sun continues into conventional Monday, lasting until Sunrise.

Annex II – Mercury General and Particular Significations (William Lilly "Christian Astrology")

NAME He is called Hermes, Stilbon, Cyllenius, Archas. Mercury is the least of all the Planets, never distant from the Sun above 27.degrees; by which reason he is seldom visible to our sight:

COLOR He is of a dusky silver colour; his mean motion is 59 min. and 8 seconds; but he is sometimes so swift that he moveth one degree and 40.min. in a day, never more; so that you are not to marvaile if you finde him sometimes goe 66. 68. 70. 80. 86. or 100. in a day: he is Stationary one day, and retrograde 24.dayes.

LATITUDE His greatest South Latitude is 3.degr. 35.min. His greatest North Latit. is 3.deg. 33.min.

HOUSES He hath Gemini and Virgo for his Houses, and is exalted in the 15. of Virgo: he receives detriment in Sagittarius and Pisces, his fall is in Pisces.

Nature We may not call him either Masculine or Feminine, for he is either the one or other as joyned to any Planet; for if in Conjunction with a Masculine Planet, he becomes Masculine; if with a Feminine, then Feminine, but of his own nature he is cold and dry, and therefore Melancholly; with the good he is good, with the evil Planets ill:

ELEMENTS. In the Elements the Water; amongst the humours, the mixt, he rules the animal spirit: he is author of subtilty, tricks, devices, perjury, &c.

MANNERS & ACTIONS WHEN WELL DIGNIFIED Being wel dignified, he represents a man of a subtil and politick brain, intellect, and cogitation; an excellent disputant or Logician, arguing with learning and discretion, and using much eloquence in his speech, a searcher into all kinds of Mysteries and Learning, sharp and witty, learning almost any thing without a Teacher; ambitious of being exquisite in every Science, desirious naturally of travel and seeing foraign parts: a man of an unwearied fancy, curious in the search of any occult knowledge; able by his own Genius to produce wonders; given to Divination and the more secret knowledge; if he turn Merchant, no man exceeds him in a way of Trade or invention of new wayes whereby to obtain wealth.

WHEN ILL DIGNIFIED A troublesome wit, a kinds of Phrenetick man, his tongue and Pen against every man, wholly bent to spoil his estate and time in prating and trying nice conclusions to no purpose; a great lyar, boaster, pratler, busibody, false, a tale-carrier, given to wicked ARTS, as Necromancy, and such like ungodly knowledges; easie of beleef, an asse or very ideot, constant in no place or opinion, cheating and theeving every where; a news-monger, pretending all manner of knowledge, but guilty of no true or solid learning; a trifler; a meer frantick fellow; if he prove a Divine, then a meer verball fellow, frothy of no judgment, easily perverted, constant in nothing but idle words and bragging.

CORPORATURE Vulgarly he denotes one of an high stature and straight thin spare body, an high forehead and somewhat narrow long face, long nose; fair eyes, neither perfectly black or gray, thin lips and nose, little hair on the chin, but much on his head, and it a sad brown inclining to blacknesse; long arms, fingers and hands; his complexion like an olive or Chestnut colour. You must more observe Mercury then all the Planets; for having any aspect to a Planet, he doth more usually partake of the influence of that Planet then nay other doth: if with Saturn then heavy, with Jupiter more temperate, with Mars more rash, with Sun more genteele, with Venus more jesting, with Moon more shifter.

ORIENTAL When he is oriental, his complexion is honey colour, or like one wel Sun-burnt; in the stature of his body not very high, but wel joynted, smal eyes, not much hair; in very truth, according to the the height of body, very wel composed, but stil a defect in the complexion, viz. swarty brown, and in the tongue, viz. all for his own ends.

OCCIDENTAL When Occidental, a tawny visage, lank body, small slender limbs, hollow eyes, and sparkling and red or fiery; the whole frame of body inclining to drinesse.

QUALITY OF MEN & PROFESSION He generally signifies all literated men, Philosophers, Mathematicians, Astrologians, Merchants, Secretaries, Scriveners, Diviners, Sculptors, Poets, Orators, Advocates, School-masters, Stationers, Printers, Exchangers of Money, Atturneys, Emperours, Embassadours, Commissioners, Clerks, Artificers, generally Accomptants, Solicitors, sometimes Theeves, pratling muddy Ministers, busie Sectaries, and they unlearned; Gramarians, Taylors, Carriers, Messengers, Foot-men, Userers.

SICKNESSES. All Vertigols, Lethargies or giddinesse in the Head, Madnesse, either Lightnesse, or any Disease of the Brain; Ptisick, all stammering and imperfection in the Tongue, vein and fond Imaginations, all defects in the Memory, Hoarcenesse, dry Coughs, too much abundance of Spettle, all snaffling and snuffling in the Head or Nose; the Hand and Feet Gout, Dumnesse, Toungue-evil, all evils in the Fancy and intellectual parts.

COLOUR & SAVOURS. Mixed and new colours, the Gray mixed with Sky-colour, such as is on the Neck of the Stock-dove, Linsie-woolsie colours, or consisting of many colours mixed in one. Of Saviours an hodgepodge of all things together, so that no one can give it any true name; yet usually such as doe quicken the Spirits, are subtil and penetrate, and in a manner insensible.

HEARBS & PLANTS Herbs attributed to Mercury, are known by the various colour of the flower, and love sandy barren places, they bear their seed in husks or cobs, they smel rarely or subtilly, and have principal relation to the tongue, brain, lungs or memory; they dispel winde, and comfort the Annimal spirits, and open obstructions. Beanes, three leaved-grasse, the Walnut and Walnut-tree; the Filbert-tree and Nut; the Elder-tree, Adders-tongue, Dragon-wort, Twopenny-grasse, Lungwort, Anniseeds, Cubebs, Marjoran. What hearbs are used for the Muses and Divination, as Vervine, the Reed; of Drugs, Treacle, Hiera, Diambra.

BEASTS. The Hyaena, Ape, Fox, Squirrel, Weasel, the Spider, the Grayhound, the Hermophradite, being partaker of both sexes; all cunning creatures.

BIRDS. The Lynnet, the Parrot, the Popinian, the Swallow, the Pye,the Beetle, Pifinires, Locusts, Bees, Serpent, the Crane.

FISHES The Forke-fish, Mullet.

PLACES. Tradesmens-shops, Markets, Fayres, Schooles, Common Hals, Bowling-Allyes, Ordinaries, Tennis-Courts:

METALS Quicksilver.

STONES. The Milestone, Marchasite or fire-stone, the Achates, Topaz, Vitroil, all stones of divers colours.

WIND & WEATHER. He delights in Windy, Stormy and Violent, Boistrous Weather, and stirs up that Wind which the Planet signifies to which he applyes; sometimes Rain, at other times Haile, Lightning, Thunder and Tempests- in hot Countries Earthquakes, but this must be observed really from the Sign and Season of the year.

ORBE. His Orbe is seven degrees before and after any aspect.

YEERS. His greatest yeers are 450; his greatest 76; his mean 48; his little or least 20: in Conceptions he governeth the sixth moneth.

COUNTRIES. He hath Grecia, Flanders, Egypt, Paris.

ANGEL. His Angel is named Raphael.

DAY OF THE WEEK & FRIENDS. He governeth Wednesday, the first hour thereof, and the eight. His Friends are Jupiter, Venus, Saturn and his Enemies all the other Planets.

Annex III – Mercury General Associations (Al-Biruni's Planetary Rulerships)

ELEMENTAL QUALITIES, GENDER, TASTE; COLOR

Mercury is moderately cold and dry, the latter predominant. Beneficent. Male and diurnal by nature, but takes on the characters of others near. Complex flavor and color, the latter sky-blue mixed with a darker color.

TEMPERATURE, QUALITIES, DAY, SOIL TYPE

Mixture of moderate things. Compounded of two things of this nature. Wednesday (and Sunday night) Sixth climate. Sandy soil.

RELIGIONS & PICTURES OF THE PLANETS

Disputants in all sects. Youth seated on a peacock, in his right hand a serpent and in the left a tablet which he keeps reading; another picture: man seated on a throne, in his hand a book which he is reading, crowned, yellow and green robe.

ACTIVITIES & MORALS

Teaching manners, theology, revelation and logic, eloquent, fine voice, good memory for stories, ruining prospects by too great anxiety and misfortunes, fearful of enemies, frivolous, eager to buy slaves and girls, busybody , calumnious, thieving, lying and falsifying.

MANNERS

Sharp intelligence and understanding, affability, gentleness, open countenance, elegance, farsightedness, changeable, deeply interested in business, eager for pleasure, keeps secrets, seeking friendship of people, longing for power, reputation and approval, preserves true friends and withdraws from bad ones, keeps away from trickery, strife, malevolence, bad-heartedness and discord.

PROFESSIONS

Merchants, calculators and surveyors, astrologers. necromancers and fortune-tellers, geometrician, philosopher, disputation, poetry, eloquence, manual dexterity and anxiety for perfection in everything, selling slaves, hides, books, coins; profession of barbers, manufacture of combs.

RELATIVES; APPEARANCE

Younger brothers. Merchants, bankers, councilors, tax-collectors. slaves and wrestlers.

PARTS OF THE BODY

Black bile. Arteries. Gall-bladder. Tongue together with Venus. Taste. Organs of speech.

DISEASES, APPEARANCE, RELATIVES

Younger brothers. Fine figure, complexion brown with a greenish tinge, handsome, narrow forehead, th1ck ears, good nose, eyebrows joined, wide mouth, small teeth, thin beard, fine long hair, well-shaped long feet.

ANIMALS; BIRDS

Ass, camel, domestic dog, fox, hare, Jackal, ermine, nocturnal creatures, small aquatic and terrestrial animals. Pigeon, starling, crickets, falcon, aquatic birds and nightingales.

TREES; CROPS

Pungent and evil-smelling trees. Savory herbs and garden stuff, canes and things growing in water.

METALS, GEMS; FRUIT

Depilatory, arsenic, amber, all yellow and green stones. All coins struck with name and number such as dinars, dirhams and coppers, old gold and quicksilver, turquoise, coral, tree-coral. Peas, beans, caraway, coriander.

DRUGS

Foods which are dryer than cold and are agreeable but rarely useful. Grains. Speaking. Faculty of reflection.

Aphorism 2.

In all things call upon the name of the Lord, and you should intend to undertake or accomplish nothing without the invocation of GOD through his only begotten Son." Therefore use the spirits given to you and assigned as ministers, without rashness or presumption, with due respect towards the Lord of the spirits, as much as you bequeath to God. And finish the rest of your life peaceably, for the honor of God, and for the benefit of yourself and your neigh bor.

Aphorism 3.

Live for yourself and for the Muses; avoid the friendship of the multitude. Be stingy with your time. Be beneficent to all people. Use your gifts. Be diligent in your vocation. Never let the word of God leave your lips.

Aphorism 4.

Heed those with good advice. Avoid all procrastination. Accustom yourself to being persevering and serious, both in your words and your deeds. Resist the temptations of the tempter (the devil) through the word of God. Flee the mundane; seek heavenly things. Don't rely on your own wisdom, but look to God in everything, following the opinion of Scripture: "When we know not what to do, we lift our eyes to you, Oh God, and from you we await help." For where human aid deserts us, there the help of God shines forth. The second saying of Philo.